

5-2008

The Library as experience: Interactive components in an architecture library

Jason Aubin

University of Nevada, Las Vegas, jason.aubin@unlv.edu

Jeanne M. Brown

University of Nevada, Las Vegas, jeanne.brown@unlv.edu

Follow this and additional works at: <https://digitalscholarship.unlv.edu/libfacpresentation>



Part of the [Collection Development and Management Commons](#)

Repository Citation

Aubin, J., Brown, J. M. (2008, May). The Library as experience: Interactive components in an architecture library. Presentation at 36th annual ARLIS/NA conference, Denver, CO.

Available at: <https://digitalscholarship.unlv.edu/libfacpresentation/33>

This Poster is protected by copyright and/or related rights. It has been brought to you by Digital Scholarship@UNLV with permission from the rights-holder(s). You are free to use this Poster in any way that is permitted by the copyright and related rights legislation that applies to your use. For other uses you need to obtain permission from the rights-holder(s) directly, unless additional rights are indicated by a Creative Commons license in the record and/or on the work itself.

This Poster has been accepted for inclusion in Library Faculty Presentations by an authorized administrator of Digital Scholarship@UNLV. For more information, please contact digitalscholarship@unlv.edu.

The Library as Experience: Interactive Components in an Architecture Library

Virtual Poster Session

May 2008

ARLIS/NA Session: “What’s Hot, What’s Not”



The Library as Experience:

Interactive
Components in an
Architecture Library

Jason Aubin
Library Operations Supervisor

Jeanne Brown
Head Librarian

Architecture Studies Library
University of Nevada, Las Vegas



The Library as Experience:

Interactive
Components in an
Architecture Library

For libraries to continue to exist they must create an experience which draws the patron back again and again -- to both their virtual spaces and physical spaces.

This presentation concentrates on the physical ways a library, specifically in this case the Architecture Studies Library at the University of Nevada, Las Vegas, can create experiences which enhance interactions -- interaction between patron and materials, between patron and staff, and among patrons.

Each of the following slides illustrates the interactive library experience developed in the last couple of years in the University of Nevada, Las Vegas Architecture Studies Library.



The Library as Experience:

Interactive
Components in an
Architecture Library

Plasma Screen



Photo by Jason Audin

The plasma screen is used for announcements, highlighting upcoming events, posting reminders, displaying student work, and promoting new services and collections. It's installed near the main entrance/exit, so patrons have to walk by it when leaving. Although passive in some ways, it does allow staff to interact with patrons in a changing, up-to-the-minute mode.



The Library as Experience:

Interactive Components in an Architecture Library

Tactile Enjoyment Devices



Photo by Jason Audin

Six boxes of tactile enjoyment devices (blocks) were placed on tables throughout the library. Patrons use them to stimulate conversation or to escape from their studies. Staff often find arrays (above) left on tables.



The Library as Experience:

Interactive
Components in an
Architecture Library

Dry Erase Board Table

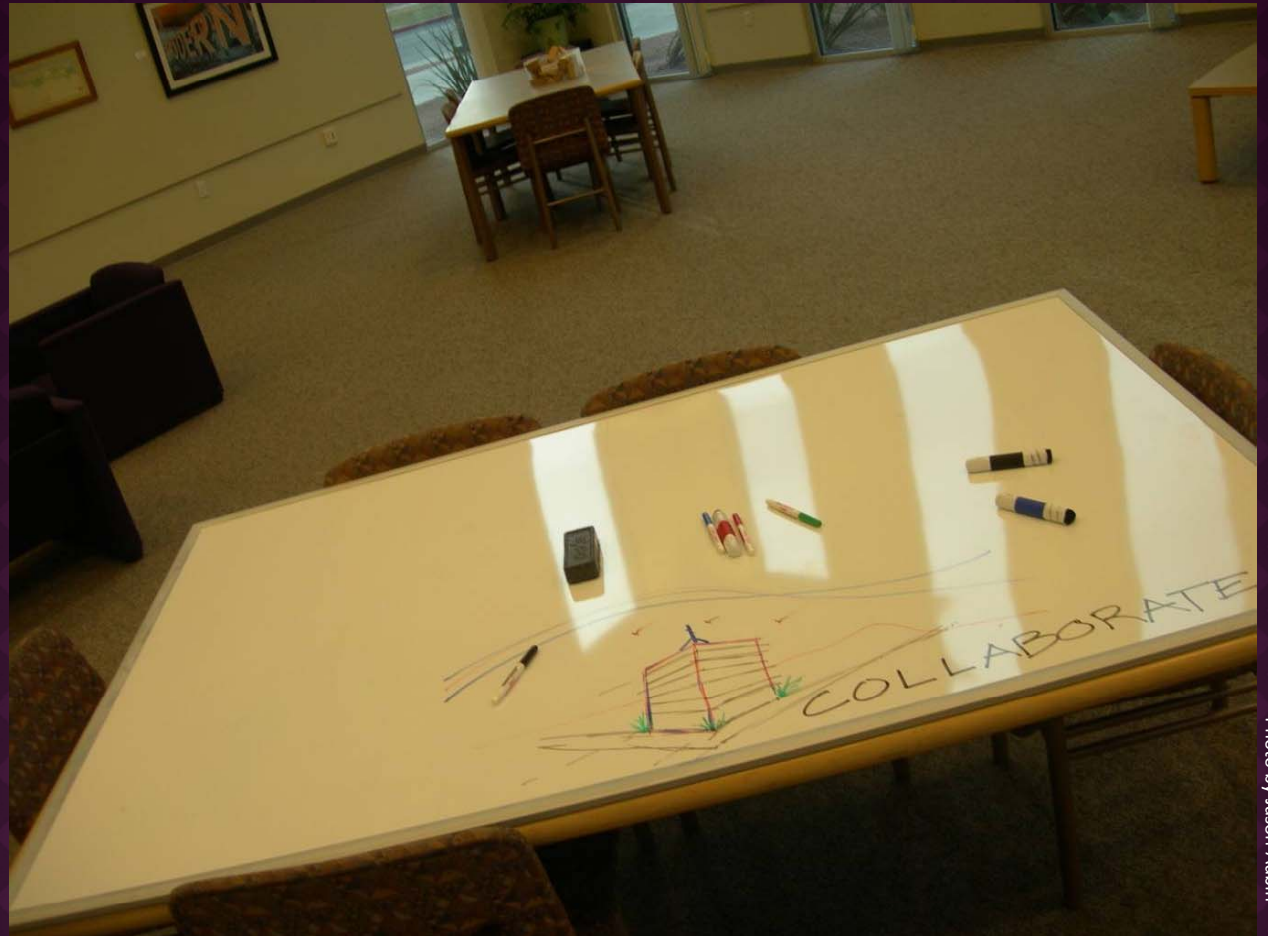


Photo by Jason Aubin

A dry erase board was placed on top of one the library's tables. Students use it for collaboration, jotting down notes, making announcements, or just drawing. The table does not get erased by library staff, in hopes that the next patron will be inspired to engage with previous notations.



The Library as Experience:

Interactive
Components in an
Architecture Library

Displays of Recent Arrivals



Photo by Jason Audin

New books arriving in the library are displayed near the service desk. Book jackets remain on the books for visual appeal. The students are drawn to the visual, and interact with the materials through that medium.



The Library as Experience:

Interactive
Components in an
Architecture Library

Popular DVD Display



Photo by Jason Audin

Similarly, the DVD visual “Blockbuster” style draws students to check out. After starting this approach, circulation of DVDs & Videos increased 213% in the first year.



The Library as Experience:

Interactive
Components in an
Architecture Library



Student Photography Exhibit Opening Reception



Photo by Jason Audin

Students and other patrons are able to interact with each other through presentations of their work. The ASL Gallery hosted the first ever student photography exhibit this spring. The exhibit showed dramatic images of buildings, landscapes, and people all over the world. Each image was accompanied by a sentence or two from the photographer to put it in context.

The Library as Experience:

Interactive
Components in an
Architecture Library

Faculty Art Show



Photos by Paulette Nelson

Students are able to interact with faculty in the library in many ways. The ASL Gallery hosts an annual faculty art show each spring, which has served to open students' eyes to another side of their teachers. The installation above by one of the faculty was in two parts, and highlighted a selection of books in the library that had received no use.



The Library as Experience:

Interactive
Components in an
Architecture Library

Best of Jury (Student Work) Exhibit



Photo by Paulette Nelson

The best student work from each semester is selected and placed on display in the library's gallery. By displaying student work from all years and all the School's disciplines, students get a sense of their peers' skills and interests.



The Library as Experience:

Interactive
Components in an
Architecture Library

AIA High School Design Awards Reception & Ceremony



The library interacts with future students by annually hosting the AIA High School Design Awards. This year, School of Architecture students were recruited as tour guides and personal contacts for the many high school students who attended (future library users!).



The Library as Experience:

Interactive
Components in an
Architecture Library

Group Computer Workstations



Photo by Jason Audin

Patrons are able to collaborate with each other on projects at one of the library's two group computer workstations. These workstations are also equipped with 11" x 17" flatbed scanners.



The Library as Experience:

Interactive
Components in an
Architecture Library

Group Lounge Furniture



Photo by Jason Audin

Popular with study groups, the curved couches provide comfortable space for students to work together.



The Library as Experience:

Interactive
Components in an
Architecture Library

Fountain



The library's fountain, an art piece donated by a student in the School, contributes a unique feel to the "library as place" and fosters interaction with the art piece in this rather unusual context. It also serves to provide ambient background noise contributing to a relaxing environment.

Photo by Jason Aubin



The Library as Experience:

Interactive
Components in an
Architecture Library

For the Future



Image Courtesy Steelcase, Inc.

The library has ordered mobile lounge chairs, similar to these, to provide groups with the ability to quickly and easily create comfortable lounge areas that suit their changing needs.



The Library as Experience:

Interactive
Components in an
Architecture Library

Further Reading

Brown, Jeanne M. "Indicators for the Evolution of the Academic Architecture Library." *Art Documentation* 25, no.2 (2006): 6-11.

Frey, Thomas. "The Future of Libraries: Beginning the Great Transformation."

<http://www.davinciinstitute.com/page.php?ID=120>
[Accessed April 23, 2008]

Klingmann, Anna. *Brandscapes: Architecture in the Experience Economy*. Cambridge, MA: The MIT Press, 2007.

